IM3080 Design and Innovation Project (AY2023/24 Semester 1) Individual Report

Name:	_Muhammad Afiq Bin Edros
Group No: _	5
Project Title	e: CLUTCH, Car Listings and User-Targeted Competitive Holdings

Contributions to the Project (1 page)

Give the idea of an auction to make our app stand out with the rest of the used market apps. Also contributing on the ideation of our app and features we need to have.

Create the Home screen by replicating the design based on the Designer Team. Translating it painstakingly and following the design to a T with coding using React Native. When the "See More" is pressed, it links to a listing page which shows the available cars and show the necessary features and details. Top of the screen is the filter page which shows the filter, containing buttons and sliders, allowing the users to change how the listed and sort based on the conditions the user have implemented.

After the user pressed the listing post, it leads to a fully detailed post on the user. It shows the profile image of the user and the seller's description of the car. It shows the chat button so that the user can negotiate the price of the user, or if it is an actionable item, leads to the action site.

I also code the table for the leaderboard of the auction. Showing the results on who bids the highest, when the user bid and the name of those who bid the item.

Lastly, I code the notification alert. It linked from the profile screen, it leads to the notification alert, which shows if their item got outbid or if they have successfully won the auction.

Also help teammates of any problems or assistance they arose when coding the project. Giving them solutions of their problem and resources they require such as screenshots and videos.

I have also contributed with the group poster and making it fresh while also being appealing to the eye.

Reflection on Learning Outcome Attainment

Reflect on your experience during your project and the achievements you have relating to <u>at least</u> two of the points below:

- (a) Engineering knowledge
- (b) Problem Analysis
- (c) Investigation
- (d) Design/development of Solutions
- (e) Modern Tool Usage

- (f) The Engineer and Society
- (g) Environment and Sustainability
- (h) Ethics
- (i) Individual and Team Work
- (j) Communication
- (k) Project Management and Finance
- (I) Lifelong Learning

Point 1:Design/development of Solutions
When we started with our project, we are stumped as we have no idea of what makes our app stand
out. We have several design and ideas on what makes it stand out, but it is either too technical or
too time consuming. I have come up with the idea of auction as not a lot of apps which have an
auction features and auction is a fun way to engage with the buyers. After I have shared with my
team, they have liked my idea and gone with the feature of auction. We as a team design what
needed to be in our app and the design of the app. We carefully discuss how the solution plays out
and we review the same functionality of pre-existing application. By understanding how other apps
work, we can add the necessary features that we might have overlooked and make the app better
that other apps failed. When trying to translate from design to code, it is hard as there are some
features and design cannot be easily translated due to incompatibility of features. So I have to take
some liberties to mitigate the design. I do various research and a lot of Bing searches to help find a
solution of the code. The amount of